

# TileGen Pro Quickstart Guide

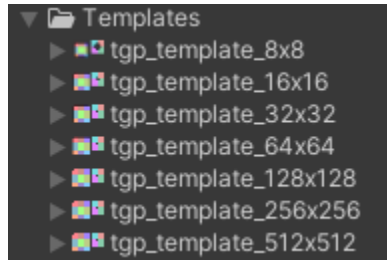


If you import TileGen Pro to a fresh project, or a project without the proper version of Unity's 2D extras, you will get a few errors, **such as the “Missing RuleTile” error**.

To prevent this, please install 2D extras by following the steps below. Note that there are multiple ways of getting 2D extras, and this method is the one confirmed to work with TileGen.

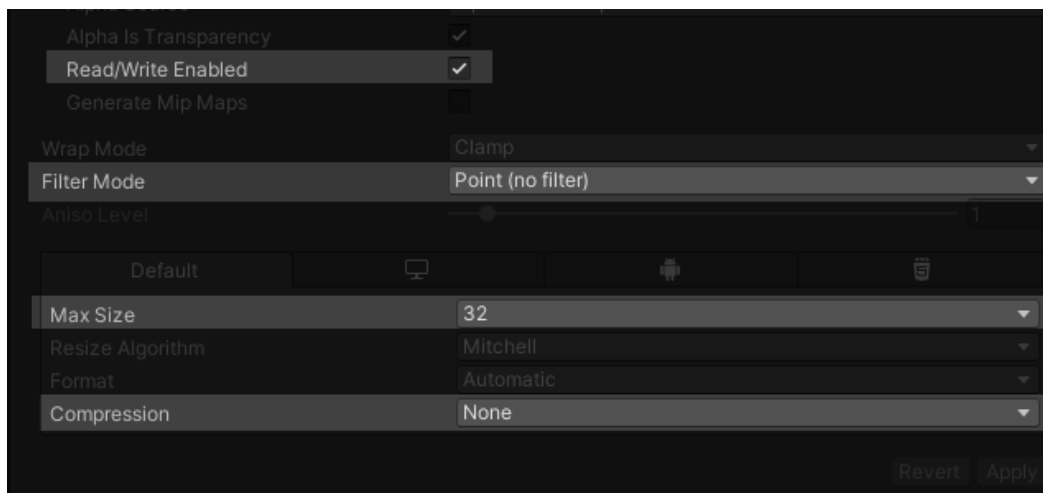
1. Open a new 2D unity project. It is confirmed to work with Unity 2019.4.29f1
2. Go to <https://github.com/Unity-Technologies/2d-extras/tree/2019.4> and make sure you are on the 2019.4 branch. If you are using another unity version, go to the equivalent branch, though TileGen is not guaranteed to work.
3. Download the repository to your machine and unpack the zip file anywhere
4. In unity, go to Window > Package Manager > Click on the plus sign on the top left side > Add package from disk...
5. Choose package.json under 2d-extras-2019.4\2d-extras-2019.4 in the repository you downloaded and import it.
6. You can now import TileGen Pro from the Unity Asset store.

After TileGen is imported, you can start making your TileSet. Find a template that corresponds to your tile resolution under Assets/TileGenPro/Templates. Duplicate the desired template and move it to a folder of your liking.



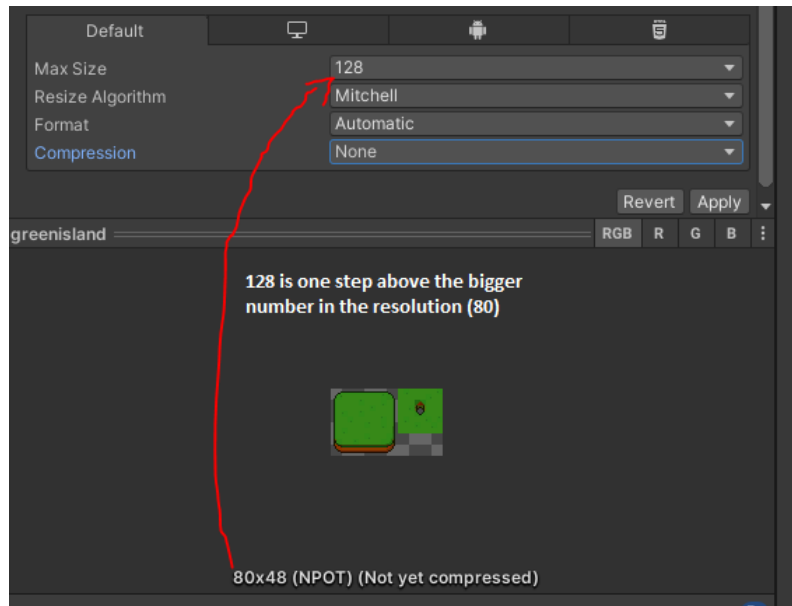
The resolutions listed on the template names refer to the TILE SIZE of your final tileset.

Edit the template in your chosen image editing software and save it.



On the import settings of your sprite, there are a few things you have to set up.

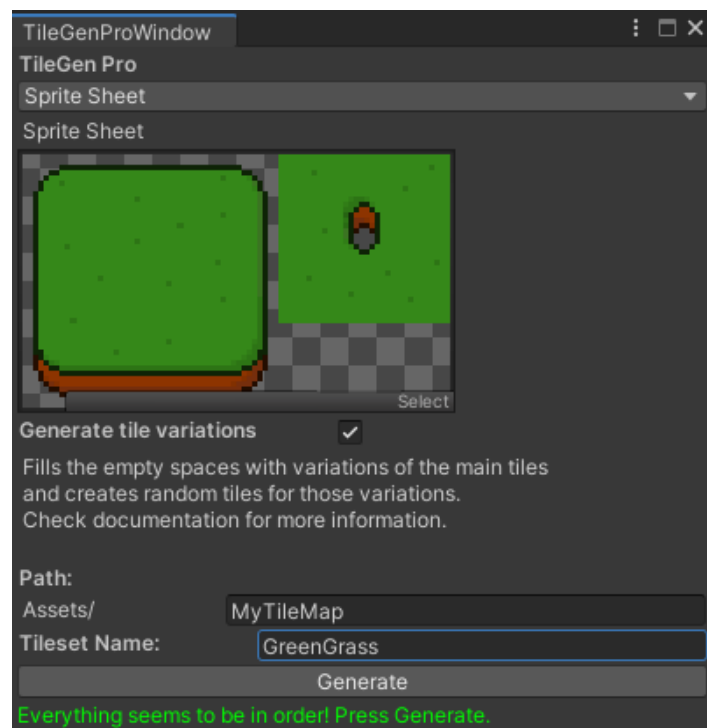
- **Read/Write Enable:** True
- **Filter Mode:** Point (no filter) at lower resolutions if you want that crisp pixel art look.
- **Max Size:** The max size should be always bigger than the bigger number of the sprite's resolution. Take your spritesheet, check its resolution. Pick the bigger number of the resolution (so for instance, if the resolution is 20x12, you pick 20) and then you choose the max size option that is one step above that number (so in the case of 20, the next step above it is 32).



- **Compression:** Set it to none in order to preserve the quality of the image.

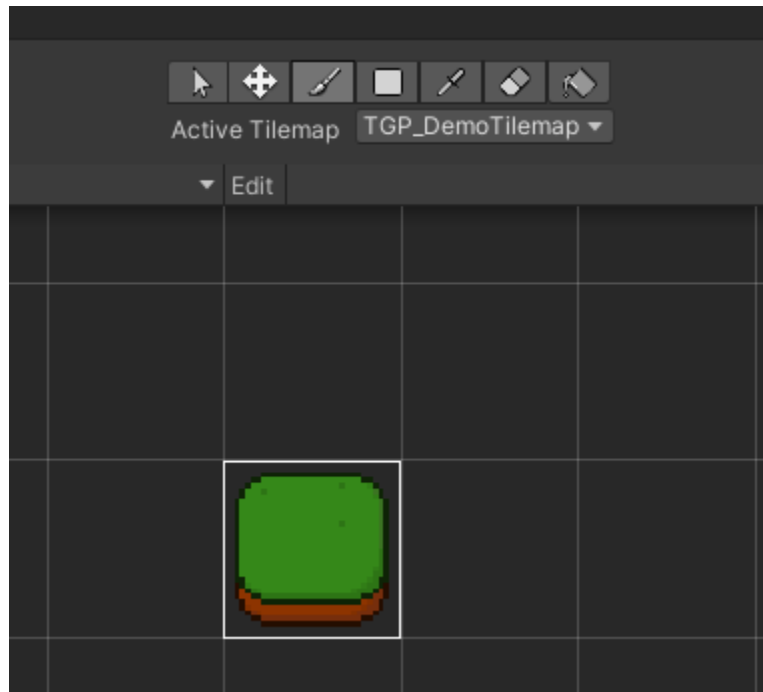
Now open TileGen Pro by going to Window > TileGen Pro. Where it says Individual Sprites, change it to Sprite Sheet.

Drag and drop your sprite into the texture2D field. Type in the path and give your tileset a name, then click on generate.



Your full Tile sheet and Rule Tile should be ready.  
Now to draw your tile on the scene you need to create a new Tile Palette.  
Go to Window > 2D > Tile Palette.

Click on Create New Palette, then create your palette.  
Locate the newly created Rule Tile, and then drag and drop it to the center of the Tile Palette.



Create a Grid and a Tilemap on your scene by going to GameObject > 2D Object > TileMap.

Now you can pick a brush, choose your tile tile on the palette (make sure “edit” is unchecked), and paint on your grid.

